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L1	3	("6317599" or ("6442507" or ("6493679")).PN.	USPAT
L2	1	("6499006").PN.	USPAT
L3	18979	(rf or wireless or radio) same (simulat\$5 or model\$5)	USPAT; US-PGPUB; EPO; JPO
L4	1637	3 and (display\$5 same (environment or room or building))	USPAT; US-PGPUB; EPO; JPO
L5	685	4 and @ad<20000804	USPAT; US-PGPUB; EPO; JPO
L6	64	5 and (display\$5 near10 (performance or measurement or prediction))	USPAT; US-PGPUB; EPO; JPO
Results of search set L6:			
US 20020056358 A1		MUSICAL SYSTEM FOR SIGNAL PROCESSING AND STIMULUS OF MULTIPLE VIBRATING ELEMENTS	20020516 84/738
US 6721713 B1		Business alliance identification in a web architecture framework METHOD OF AND SYSTEM FOR ENABLING THE ACCESS OF CONSUMER PRODUCT RELATED INFORMATION AND THE PURCHASE OF CONSUMER PRODUCTS AT POINTS OF CONSUMER PRESENCE ON THE WORLD WIDE WEB (WWW) AT WHICH CONSUMER PRODUCT INFORMATION REQUEST (CPIR) ENABLING SERVLET TAGS ARE EMBEDDED WITHIN HTML-ENCODED DOCUMENTS	20040413 705/1
US 6625581 B1		Prioritizing components of a network framework required for implementation of technology	20030923 705/27
US 6615166 B1		Method and system for an efficient operating environment in a real-time navigation system	20030902 703/27
US 6615131 B1		Activity indication, external source, and processing loop provisions for driven vibrating-element environments	20030902 701/200
US 6610917 B2		Identification of redundancies and omissions among components of a web based architecture	20030826 84/726
US 6536037 B1		Dynamic customer profile management	20030318 717/151
US 6519571 B1		Method of maintaining search results pages	20030211 705/14
US 6516329 B1			20030204 715/501.1
US 6502409 B1		Wireless method and apparatus for monitoring and controlling food temperature	20030107 62/80

US 6499006 B1	System for the three-dimensional display of wireless communication system performance	20021224	703/20
US 6493679 B1	Method and system for managing a real time bill of materials	20021210	705/29
US 6493220 B1	Mobile clinical workstation	20021210	361/686
US 6486799 B1	Computer based human-centered display system	20021126	340/974
US 6481013 B1	Entertainment and computer coaxial network and method of distributing signals therethrough	20021112	725/80
US 6473794 B1	System for establishing plan to test components of web based framework by displaying pictorial representation and conveying indicia coded components of existing network framework	20021029	709/223
US 6459425 B1	System for automatic color calibration	20021001	345/207
US 6442507 B1	System for creating a computer model and measurement database of a wireless communication network	20020827	702/186
US 6405123 B1	Method and system for an efficient operating environment in a real-time navigation system	20020611	701/200
US 6366242 B1	Computer workstation tool for displaying performance estimate of tagged object geo-location system for proposed geometry layout of tag transmission readers	20020402	342/450
US 6317599 B1	Method and system for automated optimization of antenna positioning in 3-D	20011113	455/446
US 6308565 B1	System and method for tracking and assessing movement skills in multidimensional space	20011030	73/379.04
US 6249241 B1	Marine vessel traffic system	20010619	342/41
US 6219186 B1	Compact biocular viewing system for an electronic display	20010417	359/618
US 6210329 B1	Apparatus for organizing, transporting, and facilitating the use of obstetrical and other medical devices and supplies	20010403	600/437
US 6198285 B1	In-room MRI display terminal and remote control system	20010306	324/318
US 6186145 B1	Method for diagnosis and treatment of psychological and emotional conditions using a microprocessor-based virtual reality simulator	20010213	128/897
US 6169590 B1	Liquid crystal display with optical compensator	20010102	349/120
US 6166734 A	Portable interactive graphics display tablet and communications system	20001226	345/748
US 6154723 A	Virtual reality 3D interface system for data creation, viewing and editing	20001128	704/270
US 6125356 A	Portable sales presentation system with selective scripted seller prompts	20000926	705/37
US 6109614 A	Remote sensing apparatus of supersonic projectile	20000829	273/372
US 6084584 A	Computer system supporting portable interactive graphics display tablet and communications systems	20000704	345/864
US 6052120 A	Method of operating a portable interactive graphics display tablet and communications systems	20000418	345/700

US 6008939 A	Method of color correction in a color video display system	19991228	359/475
US 5999185 A	Virtual reality control using image, model and control data to manipulate interactions	19991207	345/420
US 5980096 A	Computer-based system, methods and graphical interface for information storage, modeling and stimulation of complex systems	19991109	707/100
US 5926318 A	Biocular viewing system with intermediate image planes for an electronic display device	19990720	359/618
US 5920477 A	Human factored interface incorporating adaptive pattern recognition based controller apparatus	19990706	382/181
US 5829446 A	Competing opposing stimulus simulator sickness reduction technique	19981103	128/898
US 5818615 A	Liquid crystal display with patterned retardation films	19981006	349/117
US 5794164 A	Vehicle computer system	19980811	455/3.06
US 5794128 A	Apparatus and processes for realistic simulation of wireless information transport systems	19980811	455/67.11
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US 5774357 A	Human factored interface incorporating adaptive pattern recognition based controller apparatus	19980630	713/600
US 5716272 A	Moisture/yeild monitor grain simulator	19980210	460/7
US 5618179 A	Driver training system and method with performance data feedback	19970408	434/69
US 5596994 A	Automated and interactive behavioral and medical guidance system	19970128	600/545
US 5579766 A	Method of predicting carcinomic metastases	19961203	600/407
US 5577205 A	Chassis for a multiple computer system	19961119	361/683
US 5573402 A	System and method for coloring polygon using dithering	19961112	434/69
US 5539803 A	Wireless test mode for a cordless telephone	19960723	379/21
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US 5398276 A	Cellular-system signal-strength analyzer	19950314	379/21
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US 5037602 A	Radioisotope production facility for use with positron emission tomography	19910806	376/198
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US 4551816 A	Filter display system	19851105	708/422

US 4176331 A	Network for simulating low-noise-temperature resistors	19791127	333/213
US 3678256 A	PERFORMANCE AND FAILURE ASSESSMENT MONITOR	19720718	701/16

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[Search Again](#)**Results:**Journal or Magazine = **JNL** Conference = **CNF** Standard = **STD****1 A 3D propagation model with polarization characteristics in indoor radio channels***Yang, G.; Pahlavan, K.; Lee, J.F.;*

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116 **Multipath delay measurements and modeling for interfloor wireless communications**

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Vehicular Technology, IEEE Transactions on , Volume: 49 Issue: 4 , July 2000
Page(s): 1334 -1341

[\[Abstract\]](#) [\[PDF Full-Text \(280 KB\)\]](#) **IEEE JNL**

117 **Circular polarization diversity with passive reflectors in indoor radio channels**

Kajiwara, A.;

Vehicular Technology, IEEE Transactions on , Volume: 49 Issue: 3 , May 2000
Page(s): 778 -782

[\[Abstract\]](#) [\[PDF Full-Text \(108 KB\)\]](#) **IEEE JNL**

118 **Accuracy analysis of GO/UTD radio-channel modeling in indoor scenarios at 1.8 and 2.5 GHz**

Loredo, S.; Valle, L.; Torres, R.P.;

Antennas and Propagation Magazine, IEEE , Volume: 43 Issue: 5 , Oct. 2001
Page(s): 37 -51

[\[Abstract\]](#) [\[PDF Full-Text \(889 KB\)\]](#) **IEEE JNL**

119 **Prediction of outdoor and outdoor-to-indoor coverage in urban areas at 1.8 GHz**

Kurner, T.; Meier, A.;

Selected Areas in Communications, IEEE Journal on , Volume: 20 Issue: 3 , April 2002
Page(s): 496 -506

[\[Abstract\]](#) [\[PDF Full-Text \(453 KB\)\]](#) **IEEE JNL**

120 **Characterization of Doppler spectra for mobile communications at 5.3 GHz**

Xiongwen Zhao; Kivinen, J.; Vainikainen, P.; Skog, K.;

Vehicular Technology, IEEE Transactions on , Volume: 52 Issue: 1 , Jan. 2003

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[\[Abstract\]](#) [\[PDF Full-Text \(815 KB\)\]](#) **IEEE JNL**

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MACAW: A Media Access Protocol for Wireless LAN's - Bharghavan, Demers, Shenker.. (1994) (Correct) (81 citations)

binary exponential backoff. Using packet-level **simulations**, we examine various performance and design effects, and thus it is suitable for use in an **indoor** wireless LAN. The LAN infrastructure consists of results may only apply to PARC's particular **radio** technology, we expect that some of the basic timely.
crhc.uiuc.edu/Papers/sigcomm94.ps.gz

One or more of the query terms is very common - only partial results have been returned. Try Google (CiteSeer).

Error Statistics in Data Transmission Over Fading Channels - Zorzi, Rao, Milstein (Correct) (16 citations)

by symbol. This detailed approach includes **simulation** of the third-order statistics of the block at the 7th International Symposium on Personal, **Indoor**, and Mobile **Radio** Communications (PIMRC'96) voice, data and other types of traffic over **radio** channels. One of the key technical problem areas
www-cwc.ucsd.edu/~zorzi/papers/COM98_Markov.ps

Performance Study of Access Control in Wireless.. - Weinmiller.. (1997) (Correct) (16 citations)

access schemes. Further we will present our **simulation** results, analyzing the performance of both limits the station speed to 10m/s) usually **indoor**, with communication either among each other some concept to provide connectivity beyond **radio** range of a single station (Hiperlan defines a
www-tnk.ee.tu-berlin.de/bibl/ours/winlat.ps.gz

Balanced Media Access Methods for Wireless Networks - Timucin Ozugur Mahmoud (Correct) (8 citations)

to all media access control protocols. **Simulation** results show that the algorithms result in an handshake is used to combat the problem of an **indoor** fading channels [6] CSMA/CA is proposed by the

(LAN) is a way to connect portable computers over **radio** or infrared wireless links that are in a small

www.ece.gatech.edu/users/gt4156a/okul.ps

Forward Error Control for MPEG-2 Video Transport in.. - Ayanoglu, Pancha.. (1996)

(Correct) (8 citations)

coding to combat channel errors are compared. **Simulation** results indicate that FEC-based error control

(fec) For Mpeg-2 Video Transmission In An **Indoor** Wireless Atm Lan Is Studied. A Random Bit Error

mobile user terminals. The PBSs provide microcell **radio** coverage for mobile users and are also

www.exit109.com/~ender/fec_video.ps

Stochastic Radio Channel Model for Advanced Indoor.. - Heddergott, Fleury.. (1997)

(Correct) (7 citations)

model features and a presentation of example **simulation** results. I Introduction A profound knowledge

Stochastic **Radio** Channel Model For Advanced **Indoor** Mobile Communication Systems R. Heddergott B. H.

Stochastic **Radio** Channel Model For Advanced **Indoor** Mobile

www.tik.ee.ethz.ch/~wand/DOCUMENTS/papers/pimrc97.pdf

A new protocol for the integration of Voice and Data over PRMA - Narasimhan, Yates

(1995) (Correct) (7 citations)

is embedded in the data users' partition. **Simulation** is used to make a performance comparisons with

the 6th IEEE International Symposium on Personal, **Indoor** and Mobile **Radio** Communications (PIMRC'95)

Symposium on Personal, **Indoor** and Mobile **Radio** Communications (PIMRC'95) Toronto, Canada,

www.winlab.rutgers.edu/~ryates/papers/jsac-prma.ps

Fair Media Access for Wireless LANs - Timucin Ozugur Mahmoud (1999) (Correct)

(6 citations)

protocols to provide a degree of fairness. **Simulation** results show that the algorithms result in an

handshake is used to combat the problem of an **indoor** fading channels [5, 7, 6] According to the

(LAN) is a way to connect portable computers over **radio** or infrared wireless links in a small area such

www.ece.gatech.edu/users/gt4156a/globecom_p1.ps

Performance Evaluation Of Table-Driven And On-Demand Ad Hoc.. - Chai-Keong (1999)

(Correct) (5 citations)

traffic overhead. In this paper, we perform a **simulation** and performance study on some routing protocols

of the IEEE International Symposium on Personal, **Indoor** and Mobile **Radio** Communication (PIMRC) Osaka,

For example, assume each mobile host has a **radio** range of 10m in diameter and there are two mobile

www.cs.ucla.edu/NRL/wireless/PAPER/pimrc99.ps.gz

On The Design Of Interfaces For TCP/IP Over Wireless - Chaskar, Lakshman, Madhow (1996) (Correct) (5 citations)

The analytical predictions are validated by **simulations**, and show that the size of the buffer required

and random access protocols (as in narrowband **indoor** wireless applications) We distinguish between

a mobile terminal communicating via wireless with a **radio** port connected to the wireline network. In order

pec.etri.re.kr/tcpip-ng/papers/milcom96camera.ps.gz

Subscriber Location in CDMA Cellular Networks - Caffery, Jr., Stuber (1997) (Correct) (5 citations)

are discussed in Section III, followed by **simulation** results in Section IV. A discussion of some

Fifth IEEE International Symposium on Personal, **Indoor**, and Mobile **Radio** Communications (PIMRC)

Jr. and Gordon L. Stuber Abstract-Subscriber **radio** location techniques are investigated for CDMA

users.ece.gatech.edu/users/treegt/ieeevt5-98.ps.gz

Volterra Based Receivers for DS-CDMA - Tanner, Cruickshank (1997) (Correct) (5 citations)

the Volterra filter. This is followed by **simulation** results and a conclusion. SYSTEM

in Proceedings International Symposium on Personal **Indoor** and Mobile Communications, pp. 1339-1343, IEEE,

Symposium on Personal, **Indoor** and Mobile **Radio** Communications, Helsinki, Finland, vol. 3, pp.

www.ee.ed.ac.uk/~rt/Cdma/PIMRC97_rt.ps

A Monolithic CMOS Radio System for Wideband CDMA.. - Sheng, Allmon, Lynn, .. (1994) (Correct) (5 citations)

User "computation" data, such as spreadsheets or **simulation** results, simply cannot be allowed to sustain

From statistical measurements [1] the short-range **indoor** channel that we have been considering has typical

A Monolithic CMOS **Radio** System for Wideband CDMA Communications Samuel infopad.eecs.berkeley.edu/~ssheng/wireless/papers/cal94.ps.Z

Iterative Multiuser Detection for CDMA with FEC.. - Reed, Schlegel.. (1998) (Correct) (4 citations)

FEC system and a complexity study is presented. **Simulation** results show that the performance approaches

part at the International Symposium on Personal, **Indoor** and Mobile **Radio** Communications, Helsinki,

Symposium on Personal, **Indoor** and Mobile **Radio** Communications, Helsinki, Finland, September

www2.elen.utah.edu/~schlegel/publications/COM.46.12.pdf

A Beam Tracing Algorithm for Prediction of Indoor Radio Propagation - Fortune (1996)

(Correct) (4 citations)

algorithm is fast enough to provide propagation **simulations** for large buildings in a few minutes of

A beam tracing algorithm for prediction of **indoor radio** propagation Steven Fortune AT&T Bell

We describe a beam tracing algorithm that simulates **radio** propagation inside a building. With a

cm.bell-labs.com/cm/cs/who/sjf/btafpirp.ps.gz

Wiener Filtering of Multi-Carrier CDMA in a Rayleigh Fading.. - Yee, Linnartz (1994)

(Correct) (4 citations)

of subcarriers. This model is compared with **simulations** for 8 and 64 subcarriers.

Simulation results

modulation and multiple access technique in an **indoor** wireless environment [1]Due to its special

G. Fettweis, Multi-Carrier CDMA in **Indoor** Wireless **Radio** Networks, Proceedings PIMRC '93, Yokohama,

diva.eecs.berkeley.edu/~linnartz/MCCDMA.ps

An Adaptive Modulation Scheme for Simultaneous Voice and .. - Alouini, Tang, Goldsmith

(Correct) (4 citations)

closed-form expressions as well as numerical and **simulation** results for the outage probability, average

often gives the best fit to landmobile [5]**indoor**-mobile [6] multipath propagation, as well as of the proposed scheme. 1. INTRODUCTION The **radio** spectrum available for wireless communications is

www.systems.caltech.edu/alouini/Confs/alouini_VTC98.ps

Adaptive Receiver Algorithms for Near-Far Resistant CDMA - Mitra, Poor (1995) (Correct)

(4 citations)

of various algorithms is compared via computer **simulations**. Keywords-Multi-user detection,

Third IEEE International Symposium on Personal, **Indoor** and Mobile **Radio**

Communications, October 1992,

Symposium on Personal, **Indoor** and Mobile **Radio** Communications, October 1992,

Boston,

eewww.eng.ohio-state.edu/~ubli/Papers/slp.ps

Algorithms for Prediction of Indoor Radio Propagation - Fortune (1998) (Correct)

(3 citations)

are fast enough to provide propagation **simulations** in a few minutes of computing time, even for

Algorithms for prediction of **indoor radio** propagation Steven Fortune Bell

Algorithms for prediction of **indoor radio** propagation Steven Fortune Bell Laboratories
cm.bell-labs.com/cm/cs/who/sjf/afpirp.ps.gz

MACA-BI (MACA By Invitation) - A Wireless MAC Protocol for.. - Talucci, Gerla (1997)
(Correct) (3 citations)

1Mbps single-hop far-field wireless network, and **simulation** results for a 10Mbps multi-hop near-field ATM

for a 10Mbps multi-hop near-field ATM wireless **indoor** network, show that MACA-BI outperforms other

load, again for the singlehop case. An accurate **radio** model is used which takes into account the TX-RX

www.cs.ucla.edu/NRL/wireless/PAPER/macabi-2.ps.gz

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Radio Location in Urban CDMA Microcells - Caffery, Stüber (1995) (Correct) (3 citations)
 environment has not been previously studied. **Simulation** results are given for different **radio**

for IVHS in CDMA microcells, in IEEE Personal **Indoor Mobile Radio** Conference, pp. 1227-1231, 1994.

Radio Location in Urban CDMA Microcells James J.
users.ece.gatech.edu/users/treegt/pimrc95.ps.gz

Adaptive Dfe For Gmsk In Indoor Radio Channels - Mourelo, Wesel, Cioffi (1996) (Correct) (3 citations)

the fading **radio** channel model used in our **simulations**. Section 3 describes the two receivers we

Adaptive Dfe For Gmsk In **Indoor Radio** Channels Jos'e Tellado Moureloy, Ellen
 Adaptive Dfe For Gmsk In **Indoor Radio** Channels Jos'e Tellado Moureloy, Ellen Khayata
www-isl.stanford.edu/people/jtellado/Globecom95.ps

Phase Precoding for Frequency-Selective Rayleigh and Rician.. - Zhuang, Huang (1997) (Correct) (2 citations)

and Rician fading channels. Analytical and **simulation** results demonstrate that, coherent QPSK using

July 26-28, 1995. 1 Introduction In a typical **indoor** wireless environment, a transmitted signal often

due to reflection, refraction and scattering of **radio** waves by structures inside a building. This

www.cwc.uwaterloo.ca/tech_reports/zhuang4.ps.gz

Capacity Analysis for Connection Admission Control in Indoor.. - Chak, Zhuang (Correct) (2 citations)

admitted to the system are guaranteed. Computer **simulation** results are given to demonstrate the

Analysis for Connection Admission Control in **Indoor** Multimedia CDMA Wireless Communications Jean

while taking account of (a) the limited **radio** frequency spectrum, b) **indoor radio** propagation

www.cwc.uwaterloo.ca/tech_reports/chak.ps.gz

Power Control and Diversity in Mobile Radio Cellular Systems in.. - Zorzi (1996) (Correct) (2 citations)

general context has been studied via computer **simulation** by Stuber et al. 21 22]with reference to

signals (e.g. in very dense urban zones or in **indoor** environments) the Rayleigh fading model yields

2, MAY 1996 1 Power Control and Diversity in Mobile **Radio** Cellular Systems in the Presence of Ricean

www-cwc.ucsd.edu/~zorzi/papers/VT96_OUTAGE_text.ps

Efficient Mobility Management Support for Wireless Data Services - Liu, Jr. (1995)

(Correct) (2 citations)

And finally, in Section IV, some **simulation** results are presented. II. A MOBILITY Kb/s, in outdoor macrocells, up to 2-10 Mb/s for **indoor** picocells[3] The backbone networks will include

in this project range from low power digital **radio** design to aspects of mobile multimedia piggy.cs.nthu.edu.tw/paper/Mobile/.PS/George.VTC95.ps.gz

Narrowband Interference Suppression in CDMA Spread Spectrum.. - Rusch, Poor (1994)

(Correct) (2 citations)

recursive filter is introduced. Results for **simulations** comparing linear and nonlinear filters for the

at the Third International Symposium on Personal, **Indoor** and Mobile **Radio** Communications, Boston,

aggravated by the growing demand for mobile **radio** and personal communications services. The use of

www.gel.ulaval.ca/~copgel/Pub/rusch/rusch.journ1.ps

RLS Algorithm with Variable Forgetting Factor for Decision.. - Zhuang (1998) (Correct)

(1 citation)

equalization error measurements. Computer **simulation** results demonstrate that better transmission

wzhuang@bcr.uwaterloo.ca Abstract. In a high-rate **indoor** wireless personal communication system, the delay

due to reflection, refraction and scattering of **radio** waves by structures inside a building. This

www.cwc.uwaterloo.ca/tech_reports/zhuang3.ps.gz

Handling Realtime Traffic in Mobile Networks - Biswas (1994) (Correct) (1 citation)

a prototype implementation of the protocol and a **simulation** model for its performance evaluation are

Third IEEE International Symposium on Personal, **Indoor** and Mobile **Radio** Communications, Boston,

the connection-oriented services in a mobile **radio** environment. The wired backbone of the proposed

ftp.cl.cam.ac.uk/papers/reports/TR351-skb-Realtime-Mobile-Traffic.ps.gz

A QoS Adaptive Mobility Prediction Scheme For Wireless.. - Chan, Zhou, Seneviratne

(1998) (Correct) (1 citation)

schemes do not use realistic data or similar **simulation** test sets. As a result, it is not possible to

schemes via satellites, outdoor micro-cells and **indoor** pico-cells. When a mobile terminal

(MT) with

resources at the next base station (BS) for the **radio** access and update the network topology to reflect

mobqos.ee.unsw.edu.au/mobqos/pspapers/globecom98.ps

Channel Precoding for Indoor Radio Communications Using.. - Chan, Zhuang (Correct)

the size of decision regions. Analytical and **simulation** results demonstrate that, over

Channel Precoding for **Indoor Radio** Communications Using Dimension

Channel Precoding for **Indoor Radio** Communications Using Dimension Partitioning 1

www.cwc.uwaterloo.ca/tech_reports/chan.ps.gz

Analysis of Intermodulation Distortion on Log-Normal.. - Wennström, Öberg.. (2000)

(Correct)

The result is verified using Monte Carlo **simulations**. 1 Introduction Multicarrier modulation and time dispersive channels of high-bit-rate **indoor** systems. The multicarrier technique is effective

as a function of IMD level in a multicarrier **radio** LAN system subject to log-normal distributed

www.signal.uu.se/Publications/ps/p005.ps.gz

Robot Control of Animal Flocks - Vaughan, Sumpter, Henderson, Frost.. (1998) (Correct)

Movement Vector ~r. 3 A Model Flock A Minimal **Simulation** Model Of The Duck-Herding Scenario Was Created,

on a conveniently small scale, in a controlled **indoor** environment. Duck flocking behaviour is

wheelspeed demands are passed to the vehicle via a **radio** modem. The vehicle's hardware runs the

www-robotics.usc.edu/~vaughan/papers/vaughan_cira98.ps.gz

Spatial Reuse in Wireless LAN Networks - Agha, Viennot (2000) (Correct)

local **radio** network. Then, theoretical study and **simulation** results are introduced to deduce the distance

Cards (IEEE 802.11) in different cases including **indoor** environment (offices, corridors, inside buildings,

May 2000 9 pages Abstract: The absence of a **radio** carrier reuse pattern in wireless LAN systems

menetou.inria.fr/~viennot/pages-bibliographie/postscripts/globcom2000.ps.gz

FIFO by Sets ALOHA (FS-ALOHA): A Collision.. - Vazquez-Cortizo.. (Correct)

an infinite population #Poisson# model. From a **simulation** for infinite population input process we see that

last years, the increasing interest in wireless **indoor** access systems has motivated the standardization

of a network and ruling the access to the broadcast **radio** channel #see Figure 1#Two distinct

www-info3.informatik.uni-wuerzburg.de/cost/cost257/jan99/257td9905.pdf

Control of an Aerial Blimp Based on Visual Input - van der Zwaan, Perrone.. (Correct)

from the visual input. Experiments and **simulation** results are described in Section 6.

Finally, in

addressed is that of controlling a small-sized, **indoor** blimp based on visual input, in order to attain

signals are derived and sent to the blimp via a **radio** link. Fig. 1. **Radio** controlled **indoor** blimp with

viriato.isr.ist.utl.pt/labs/vislab/publications/ps/00-sirs-blimp.ps.gz

Effects of Shadowing on Non-Directed LOS Indoor Infrared.. - Akihiro Sato Tomoaki (Correct)

via theoretical analysis and computer **simulation**. We show that the proposed system can achieve

Effects of Shadowing on Non-Directed LOS **Indoor** Infrared Wireless Systems with Site Diversity

shadowing caused by obstacles like pedestrians. In **radio** wireless communications, the effects of shadowing

www.sasase.ics.keio.ac.jp/list/conference/../../helsinki/00/2000conf/0565.pdf

The Effect of Correlation in Diversity Systems with Rayleigh.. - LaMaire, Zorzi (1996) (Correct)

stations. Further, we present some analytic and **simulation** studies that quantify the effect of correlation

in part at the Sixth IEEE Symposium on Personal, **Indoor** and Mobile **Radio** Communications (PIMRC '95)

(LANs) the need for increased reliability of the **radio** link has become evident. The use of diversity

aloha.ucsd.edu/~zorzi/papers/JSAC96_div.ps

TCP over IS-707 - Bai, Ogielski, Wu (1999) (Correct)

protocol layers. In this work we investigate by **simulations** the performance of TCP Reno over IS-707, a

of the 10th International Symposium on Personal **Indoor** and Mobile **Radio** Communications (PIMRC'99)

the time-varying, correlated frame losses in fading **radio** channels. The losses may be compounded by

www.winlab.rutgers.edu/~ato/Papers/pimrc99.pdf

An Adaptive Spatial Diversity Receiver For Correlated.. - Zhang, Blum (1998) (Correct)
to recover the transmitted signals. Monte Carlo **simulations** are carried out to study the receiver

impulsive, non-Gaussian noise is present in many **indoor** communication environments such as offices,

Impulsive noise also occurs in outdoor mobile **radio** environments due to a variety of sources.

www.eecs.lehigh.edu/SPCRL/PAPERS/asiV8.ps

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(Correct)noise model and the actual noise distribution. **Simulation** results are included that illustrate variousimpulsive, non-Gaussian noise is present in many **indoor** communication environments such as offices,Impulsive noise also occurs in outdoor mobile **radio** environments due to a variety of sources [3, 4]www.eecs.lehigh.edu/SPCRL/PAPERS/sp99.psWippet, A Virtual Testbed For Parallel Simulations Of.. - Panchal, Kelly, al. (1998)
(Correct)Wippet, A Virtual Testbed For Parallel **Simulations** Of Wireless Networks Jignesh Panchal, Owenat UCLA [12, 13, 14] incorporating the SIRCIM [15] **indoor** fading simulator. PCS systems have been studieda parallel **simulation** testbed for evaluating **radio** resource management algorithms and wirelesswww.caip.rutgers.edu/~jpanchal/publications/wippetPADS98.psDirect Sequence Spread Spectrum Digital Radio Performance.. - Olson, al. (1994)
(Correct)analytical evaluation becomes difficult, and **simulation** is the only alternative. In this paper wemodelling efforts are concentrated on the complex **indoor** multipath RF propaga- LPF $b(t) \cos(w_c t)$ for the design of new digital, highly integrated **radio** interfaces for direct sequence spread spectrumwww.ele.kth.se/ESD/doc/ar94/henrik/SIMS94.pdfOn the Optimality of Metrics for Coarse Frame.. - Müller-Weinfurter (1998) (Correct)is presented in Section IV by means of **simulation** results. Section V is dedicated to Proc. of the Int. Symposium on Personal, **Indoor** and Mobile **Radio** Communications (PIMRC '98)pp.the Int. Symposium on Personal, **Indoor** and Mobile **Radio** Communications (PIMRC '98)pp. 533-537, Sept.www-nt.e-technik.uni-erlangen.de/~dcg/papers/pimrc98.ps.gzWireless QoS Analysis for a Rayleigh Fading Channel - Lee, Cheng, Chang (Correct)
The analysis is based on: 1) a wireless channel **simulation** using a time-correlated

Rayleigh fading model

the most distinctive ones. As a result, the future **indoor** and outdoor packet cellular networks will support

region. In the case where BSs are simple **radio** transceivers, several BSs will be governed by a

timely.
timely.crhc.uiuc.edu/Papers/icc98.3.ps.gz

Smart Antenna Concepts for the UMTS Terrestrial Radio Access - Dahlhaus, Jarosch, Cheng (Correct)

parameter estimation and symbol detection. **Simulations** are carried out to determine the BER in

environment or between a BS and a pedestrian in an **indoor** environment makes it impossible to compare the

Smart Antenna Concepts for the UMTS Terrestrial **Radio** Access Dirk Dahlhaus, Andreas Jarosch and

www.nari.ee.ethz.ch/~dahlhaus/microwaveWeek99.ps

Subspace-based Tracking of Multipath Channel.. - Chaitali.. (1998) (Correct)

using the subspace-based method through **simulation** studies and Section 5 evaluates the effect of

1997 8th IEEE International Symposium on Personal, **Indoor** and Mobile **Radio** Communications (PIMRC)

Symposium on Personal, **Indoor** and Mobile **Radio** Communications (PIMRC)Helsinki, Finland. 1 1

www-ece.rice.edu/~chaitali/ett.ps

Performance of Mobile Radio Cellular Systems with Power Control.. - Zorzi (Correct)

general context has been studied via computer **simulation** by Stuber et al. 10 11]with reference to

signals (e.g.in very dense urban zones or in **indoor** environments)the Rayleigh fading model yields

BALI, INDONESIA, APR. 1995 1 Performance of Mobile **Radio** Cellular Systems with Power Control and

www-cwc.ucsd.edu/~zorzi/papers/ICT95_pcddiv.ps

An Implementation Of A Soft Error Decoder In A.. - Bakker Prasad.. (1998) (Correct)

using the per-bit correctness probability. **Simulation** results are presented for a simulated Rayleigh

Frequency Division Modulation (OFDM) over an **indoor** fading channel. A short description of the target

this system. consists of eight fragments of four **radio** data units (RDUs)One RDU holds one FEC word a

www.mmc.tudelft.nl/docs/bakkerISSSTA98.pdf

Experiments in Automatic Flock Control - Vaughan, Sumpter, Henderson.. (1999) (Correct)

is described and demonstrated to work both in **simulation** and in the real world. Key words: robot

on a conveniently small scale, in a controlled **indoor** environment. For similar reasons ducks are often
(R F G) r. This is passed to the robot by **radio** modem, and a conventional high-frequency
deckard.usc.edu/papers/vaughan_ras99.ps.gz

Exploiting Time and Frequency Diversity by Iterative.. - Dekorsy, Kühn, Kammeyer (Correct)

the derivation of basic decoding algorithms, **simulation** results are shown for differently interleaved
results are shown for differently interleaved **indoor** channels. The results confirm that the iterative
time as well as frequency diversity of a mobile **radio** channel. To the authors knowledge, this is the
amerika.comm.uni-bremen.de/pub/cdma/globe99.ps.gz

Diversity for Star 16QAM on Fading Channels - Svensson (Correct)

decisions based on these decision variables and **simulation** of the bit error probability of this ML
at The Sixth International Symposium on Personal, **Indoor** and Mobile **Radio** Communications, PIMRC95,
digital modulation schemes due to the limited **radio** spectrum available. At the same time the bit
www.s2.chalmers.se/~arnes/papers/pimrc95f.ps.gz

Optimization Of Indoor Wireless Communication Network.. - Adickes, Billo.. (Correct)

through the development of a computerized layout **simulation** system incorporating heuristic optimization
0 Optimization Of **Indoor** Wireless Communication Network Layouts Martin D.
discusses a methodology for placing transceivers in **Radio** Frequency Data Communication (RFDC)
www.pitt.edu/~gunner1/papers/wireless.ps

FIFO by Sets ALOHA (FS-ALOHA): A Collision Resolution .. - Vazquez-Cortizo.. (Correct)

an infinite population (Poisson) model. From a **simulation** for finite population input process we see that
last years, the increasing interest in wireless **indoor** access systems has motivated the standardization
network and ruling the access to the broadcast **radio** channel (see Figure 1)ffl Two distinct
www-info3.informatik.uni-wuerzburg.de/pub/cost/cost257/jan99/fsaloha.ps

Dynamic Reconfiguration Efficient Resource Allocation for.. - Tim Farnham (Correct)

cause Rayleigh fading are discussed in [8]2 **Simulation** Model A **simulation** model was developed which
& Efficient Resource Allocation for **Indoor** Broadband Wireless Networks Tim Farnham HP Labs,
mechanism for implementing an **indoor** broadband **radio** access system at 5GHz is described in [1] and
www.hpl.hp.com/techreports/98/HPL-98-123.ps

Quantization and its Effects on OFDM Concepts for Wireless.. - Schmidt, Kammeyer (Correct)

the most important parameters will be shown by **simulation** results. The impact of quantization to the out
and its Effects on OFDM Concepts for Wireless **Indoor** Applications Heiko Schmidt and Karl-Dirk
OFDM evolves its true mightiness in case of mobile **radio** channels with short power delay profiles and very
www.comm.uni-bremen.de/pub/mcarrier/hh99.ps.gz

An Evaluation of Quality of Service Characteristics of PACS.. - Sarikaya, Ulema (Correct)

System's (PACS) packet channel (PPC) using **simulation** modeling. The performance of PPC's slot
its physical layer is optimized for confined **indoor** spaces. PHS can provide higher bit rates in the
called mobile stations (MS)base stations (BS) and **radio** ports (RP) serving SUs and base station
wwwsv1.u-aizu.ac.jp/%7esarikaya/publ/papers/monet.ps.gz

Trade-offs between Diversity Combining and Equalization for .. - Ng, Letaief, Murch (1997) (Correct)

fading with AWGN by means of computer **simulations**. We consider both MMSE combining and selection
and feedback equalization weights in an **indoor radio** environment with multipath ISI and AWGN.
and feedback equalization weights in an **indoor radio** environment with multipath ISI and AWGN. The
www.ee.ust.hk/~eermurch/vtc97.ps

Maximum Likelihood Decoding of M-ary Orthogonal.. - Dekorsy, Fischer.. (1998) (Correct)

spreading will be considered by Monte-Carlo **simulations**. The results are always compared with BPSK
over a frequency-selective Rayleigh fading **indoor** channel in the uplink. We first evaluate the bit
generally valid. I. INTRODUCTION Future wireless **radio** systems need to make efficient use of the
www.comm.uni-bremen.de/pub/mcarrier/pimrc98_1.ps.gz

Multimedia Communication in Cellular PACS Network - Hashimoto, Sarikaya, Ulema (Correct)

System's (PACS) packet channel (PPC) using **simulation** modeling. The performance of PPC's slot
its physical layer is optimized for con- ned **indoor** spaces. PHS can provide higher bit rates in the
called mobile stations (MS)base stations (BS) or **radio** ports (RP) serving SUs and base station
wwwsv1.u-aizu.ac.jp/%7esarikaya/publ/papers/mobicom97.ps.gz

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Find: Searching for **simulation and indoor and radio**.Restrict to: Header Title Order by: Expected citations Hubs Usage Date Try:Google (CiteSeer) Google (Web) CSB DBLP80 documents found. **Order: number of citations.**Sequential Decoding in Future Mobile Communications - Orten, Svensson (1997)
(Correct)channels has been obtained theoretically and by **simulations**. Results show that sequential decoding of longin Proc. IEEE International Symposium on Personal, **Indoor** and Mobile **Radio** Communications, Helsinki,Siemens AG, Roke Manor Research Limited, Ericsson **Radio** Systems AB, Nokia Corporation, Technical

www.s2.chalmers.se/~porten/papers/pimrc97.frm.ps.gz

Radio-Tracer: A Tool for Deterministic Simulation of Wave .. - Agelet, Fontan, Formella
(Correct)**Radio-Tracer** A Tool for Deterministic **Simulation** of Wave Propagation Fernando Aguado Agelet,propagation of waves in a suburban, urban or **indoor** environment based on Fermats principle. Applying**Radio-Tracer** A Tool for Deterministic **Simulation** of

www-wjp.cs.uni-sb.de/~formella/c255p41.ps.gz

Berg Literature Survey - Casas Endres (Correct)IASTED International Conference Modelling and **Simulation** ICNN International Conference on Neural

backhoe.ee.cornell.edu/BERG/bib/CM_bib.ps.gz

Reducing the Peak to Average Power Ratio of Multicarrier.. - Schmidt, Kammeyer
(Correct)of this technique will be demonstrated by **simulation** results. 1. INTRODUCTION In the last few years,has grown to an important alternative for wireless **indoor** communication. One large advantage of thisinfluence of frequency selective fading of mobile **radio** channels. To overcome this effect coding schemes

amerika.comm.uni-bremen.de/pub/mcarrier/asus.ps.gz

BER Analysis of a Novel Hybrid Modulation Scheme for.. - Nikolai, Kammeyer (1997)
(Correct)factor. Analytical results confirmed by **simulations** yield an improvement of approximately 1:0 dBSystems. In Proc. IEEE Int. Symp. on Personal, **Indoor** and Mobile **Radio** Communications (PIMRC)volume

is received over different time-varying multipath **radio** channels at the common base station. This

www.comm.uni-bremen.de/pub/cdma/PIMRC97.ps.gz

A Downlink Beam Steering Technique for GSM/DCS1800/PCS1900 - Zetterberg, Espensen (1996) (Correct)

enable capacity and quality enhancements. The **simulation** results indicates that the proposed technique

In IEEE International Symposium on Personal, **Indoor** and Mobile **Radio** Communications, Taipei, Taiwan,

Symposium on Personal, **Indoor** and Mobile **Radio** Communications, Taipei, Taiwan, ROC, October

<ftp.s3.kth.se/pub/signal/reports/96/IR-S3-SB-9623.ps>

M-Ary Orthogonal Modulation For MC-CDMA Systems In Indoor.. - Dekorsy, Kammeyer (1997) (Correct)

statements will be given for an AWGN channel and **simulation** results will be illustrated for a Rayleigh

M-Ary Orthogonal Modulation For Mc-Cdma Systems In **Indoor** Wireless **Radio** Networks Armin Dekorsy And

Modulation For Mc-Cdma Systems In **Indoor** Wireless **Radio** Networks Armin Dekorsy And Karl-Dirk Kammeyer

www.comm.uni-bremen.de/pub/mcarrier/mcws97.ps.gz

Telladoy, Ellen Khayata, and John M. - Cioffiy Apple (Correct)

the fading **radio** channel model used in our **simulations**. Section 3 describes the two receivers we

Gaussian Minimum Shift Keying (GMSK) signal in an **indoor radio** environment with fading, noise, cochannel

Minimum Shift Keying (GMSK) signal in an **indoor radio** environment with fading, noise, cochannel

www-isl.stanford.edu/~jtellado/PIMRC95.ps

A Spread Spectrum DS/CDMA Channel Fading Simulation.. - Tsai, Wu, Gerla (Correct)

A Spread Spectrum Ds/cdma Channel Fading **Simulation** Environment For Mobile **Radio** Network Systems

transmitter-receiver distance. Typically, for the **indoor** environment, the channel characteristics are much

Channel Fading **Simulation** Environment For Mobile **Radio** Network Systems Jack Tzu-Chieh Tsai, Eric

www.cs.nccu.edu.tw/~ttsai/ps/wmc96.ps

A Navigation System for Robot Soccer - Browning, Wyeth, Tews (Correct)

the competition results, and the results of **simulation**. 1 Introduction This paper presents the

Soccer RoboCup games are the robot version of **indoor** soccer. The small-size league field consists of a

in each of the five robots. Off-board Computer FM **Radio** Vision MAPS Comms Robot (x5)

Comms Navigation

www.elec.uq.edu.au/~wyeth/pub/acranav.ps

Interference Distributions in Microcell Ensembles - Jones, Skellern (1995) (Correct)

show good agreement with numerical Monte Carlo **simulations**. For more complex environments, it is

6th IEEE International Symposium on Personal, **Indoor** and Mobile **Radio**

Communications (PIMRC '95)

Symposium on Personal, **Indoor** and Mobile **Radio** Communications (PIMRC '95) 27-29 September 1995,

www.mpce.mq.edu.au/~brendan/phd/pimrc.ps.gz

Performance Analysis of a New Decision-Avoided Handover.. - Kinoshita, Ohno, Asano (Correct)

either analog FDMA or digital TDMA systems. The **simulation** also shows that power control for the cochannel

Decision-Avoided Handover Algorithm for DS-CDMA **Indoor** Pico-cellular Systems Yasuaki Kinoshita,

Handover control of **indoor** pico-cellular **radio** systems becomes unstable due to severe multipath

pegasus.cs.shinshu-u.ac.jp/~david/papers/conference/vtc98k.ps.gz

Recent Advances In Mobile Video Communications - Girod, Younes, Färber, Steinbach (Correct)

We illustrate this problem with a ray tracing **simulation** of an **indoor** DECT channel.

Unreliable

this problem with a ray tracing **simulation** of an **indoor** DECT channel. Unreliable transmission poses

caused by multi-path reflections of a transmitted **radio** signal by local scatterers such as building walls

www-nt.e-technik.uni-erlangen.de/~steinb/publications/vsp96.ps.gz

MAP Selection Diversity DFE for Indoor Wireless Data.. - Yumin Lee (1996) (Correct)

and used to adapt the DFE for all branches. **Simulations** show an improvement of 3.5dB over a

MAP Selection Diversity DFE for **Indoor** Wireless Data Communications Yumin Lee Donald

(DFE) operating on **indoor** high-speed wireless **radio** links, symbol-by-symbol selection at the DFE

wireless.stanford.edu/~yuminlee/diversity.ps

Parallelization of Computational Electromagnetics Software - Grant Ingersoll (Correct)

diffraction and creepage in a large electrical **simulation** has benefited the most from parallelization.

as MOM and GTD, Finite Differences partitions **indoor** regions into sections whereupon it calculates the

off portable cassette players, CDs, computers, **radios**. Table 1 shows the occurrence of disruptions

ftp.npac.syr.edu/pub/projects/reu/reu95/journal/granti/paper.ps.gz

- A Novel Peak Power Reduction Scheme For OFDM - Müller, Huber (1997) (Correct)
 optimized transmit signal are demonstrated by **simulation** results. Finally, it is shown that this scheme
 Proc. of the Int. Symposium on Personal, **Indoor** and Mobile **Radio** Communications PIMRC '97,
 the Int. Symposium on Personal, **Indoor** and Mobile **Radio** Communications PIMRC '97,
 pp.1090-1094, Sept.
www-nt.e-technik.uni-erlangen.de/~dgc/papers/pimrc97.ps.gz

On the Bit Error Behaviour of Coded DS-CDMA with.. - Nikolai, Kammeyer.. (1998) (Correct)
 for each interleaving block. However, for the **simulation** results in this paper, we applied "perfect"
 Techniques. In Proc. IEEE Int. Symp. on Personal, **Indoor** and Mobile **Radio** Communications (PIMRC)
 coherent to noncoherent demodulation, ffl mobile **radio** channels with multipath propagation, where the
www.comm.uni-bremen.de/pub/cdma/PIMRC98.ps.gz

Adaptive Dfe For Gmsk In High Data Rate Wireless Lans - Mourelo, Wesel, Cioffi (Correct)
 the fading **radio** channel model used in our **simulations**. Section 3 describes the two receivers we
 Gaussian Minimum Shift Keying (GMSK) signal in an **indoor radio** environment with fading, noise, imperfect
 Minimum Shift Keying (GMSK) signal in an **indoor radio** environment with fading, noise, imperfect carrier
www-isl.stanford.edu/people/jtellado/JSAC96.ps

Using Cray T3E for the parallel calculation of.. - Huttunen, Porras.. (1998) (Correct)
 a powerful computer or a lot of time. As several **simulations** need to be run before optimal parameters for
 to every receiving point outside buildings, i.e. **indoor** coverage calculation is not implemented in the
 Cray T3E for the parallel calculation of cellular **radio** coverage Pentti Huttunen 1 Jari Porras 1
www.it.lut.fi/tutkimus/tl/dsim/publications/euro98_p.ps.gz

M-Ary Orthogonal Modulation for Multi-Carrier.. - Dekorsy, Kammeyer (Correct)
 training data is required to be transmitted. **Simulation** results show no performance loss for low E b
 (MCSS) uplink transmission over a Rayleigh fading **indoor** channel. Different coherent detection strategies
 HIPERLAN/2-standardization. 1. INTRODUCTION As the **radio** frequency spectrum is a scarce resource, future
amerika.comm.uni-bremen.de/pub/mcarrier/icc98.ps.gz

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Decoupled Simulation in Virtual Reality with The MR Toolkit - Shaw, Green, Liang, Sun (1993) (Correct) (36 citations)

Decoupled **Simulation** in Virtual Reality with The MR Toolkit y Chris tools exist for the more traditional WIMP (Windows, **Icons**, Menus, and Pointing) style of user interface.

and body motions to manipulate virtual objects in **3D** environments using one or more **3D** input devices.

menaik.cs.ualberta.ca/pub/graphics/papers/tois.93.ps.gz

One or more of the query terms is very common - only partial results have been returned. Try Google (CiteSeer).

NPSNET: Hierarchical Data Structures for Real-Time.. - Falby, Zyda, Pratt.. (1993) (Correct) (17 citations)

for Real-Time **Three-Dimensional** Visual **Simulation** John S. Falby, Michael J. Zyda David R.

world, including terrain, cultural features and **3D icons**, in real-time at a level of detail which supports

Email: zyda@trouble.cs.nps.navy.mil Abstract **3D** visual **simulation** systems must present a world,

www.npsnet.nps.navy.mil/npsnet/publications/NPSNET.Hierarchical.Data.Structures.for.Real-Time

Strategies for Effectively Visualizing 3D Flow with Volume LIC - Interrante, Grosch (1997) (Correct) (13 citations)

flow. The depicted data represents a numerical **simulation** [10] of a hot, supersonic, laminar jet

Clustered Geometric Streamlines, Or Hedgehog **Icons**. 2. Background And Motivation Lic Methods

Strategies for Effectively Visualizing **3D** Flow with Volume LIC Victoria Interrante and www-users.cs.umn.edu/~interran/vis97-papers/interran.pdf

Fast Data Parallel Polygon Rendering - Ortega, Hansen, Ahrens (1993) (Correct) (11 citations)

these MPPs can execute their **three dimensional simulation** models with a much finer grid resolution than

isosurfaces, particles, spheres, vectors, **icons**, etc. In some cases, such as sparse data sets,

rendering toolkit enables a scientist to display **3D** shaded polygons directly from a parallel machine

www.acl.lanl.gov/Viz/papers/sc93_paper.ps

Approaches to Uncertainty Visualization - Pang, Wittenbrink, Lodh (1996) (Correct)
(11 citations)

comparative visualization of experimental and **simulation** data, quantitative and visual analysis of image even with the simple task of designing glyphs or **icons** that incorporate uncertainty information [Bri84, itself. For instance, in global illumination of **3D** scenes, radiosity algorithms use approximations for <ftp.cse.ucsc.edu/pub/reinas/papers/uncertainty.ps.gz>

Using Deformations to Explore 3D Widget Design - Snibbe (1992) (Correct) (11 citations)

complex rendering techniques, and even **simulation** methods in order to explore, for example, becomes as widespread as those of the 2D windows, **icons**, and mouse interfaces of today. By allowing the Using Deformations to Explore **3D** Widget Design Scott S. Snibbe, Kenneth P. Herndon, <ftp.cs.brown.edu/pub/papers/graphics/research/sig92-using-deformations.ps.Z>

Real-Time Virtual Humans - Badler (1997) (Correct) (9 citations)

Norman I. Badler Center for Human Modeling and **Simulation** Department of Computer and Information Science and Motion Avatars can be portrayed visually as 2D **icons**, cartoons [30] composited video, **3D** shapes, or speed and control methods needed to portray **3D** virtual humans suitable for real interactive www.cis.upenn.edu/~hms/badler/pacific/vh.ps

Line Integral Convolution on Triangulated Surfaces - Teitzel, Grosso, Ertl (1997) (Correct)
(7 citations)

unstructured meshes often occur in scientific **simulation**, our aim was to develop and implement an by simple arrow plots. More advanced methods use **icons** [10] that show some more parameters of the field. in triangle 1 with the vertices P 1 ,P 2 and P 3 .During the second integration step the path hits www9.informatik.uni-erlangen.de/Persons/Grosso/wscg97.ps.gz

Interactive Visualization of Earth and Space Science.. - William Hibbard (1994) (Correct)
(7 citations)

experiment with their computations. Numerical **simulations** of the Earth's atmosphere and oceans generate the virtual Earth environment. The array of **icons** on the left lets users select combinations of 1&2 Brian E. Paul 1 Andre' L. Battaiola 1&3 David A. Santek 1 Marie-Francoise <ftp.cs.wisc.edu/computer-vision/computer94-hibbard.ps.gz>

A New Line Integral Convolution Algorithm for Visualizing.. - Shen, Kao (1998) (Correct)
(6 citations)

visualization emerge as time-dependent numerical **simulations** become ubiquitous in the field of

to the difficulties in finding suitable graphical **icons** to represent and display vectors on In addition, the symmetry issue mentioned in [3] does not appear as a problem in our unsteady flow

www.nasa.gov/Groups/VisTech/papers/hwshen/tvcg.ps

Visualizing Multivalued Data from 2D Incompressible.. - Kirby, Marmanis, Laidlaw (1999)
(Correct) (6 citations)

We examined two-dimensional direct numerical **simulation** of flow past a cylinder for Reynolds number 100

represented. Different visual attributes of **icons** can be used to represent each value of a 2D, and so our layering is not as spatial as in the **3D** case. Our layering is more in the spirit of oil

ftp.cs.brown.edu/pub/papers/graphics/research/vis99paper.pdf

Spray Rendering: Visualization Using Smart Particles - Pang, Smith (1993) (Correct)
(5 citations)

An example of this is the leaves in the wind **simulation** [17] Although both particle systems and

sparts may also take the form of glyphs [4] or **3D icons**. For instance, sparts may be shaped like leaves.

sparts may also take the form of glyphs [4] or **3D icons**. For instance, sparts may be shaped like

ftp.cse.ucsc.edu/pub/reinas/papers/vis93.smart.ps.gz

Vector Fields Simplification -- A Case Study of Visualizing.. - Pak Chung Wong (2000)
(Correct) (4 citations)

A Case Study of Visualizing Climate Modeling and **Simulation** Data Sets Pak Chung Wong
1 Harlan Foote,

technique to simplify a flow topology based on **iconography**. Full sized hedgehog-like arrow **icons** with

stack up all the 2D layers of field data and build a **3D** data volume. While this stacking strategy has

multimedia.pnl.gov:2080/infoviz/vector_fields.pdf

Visualising and Populating the Web: Collaborative Virtual.. - Steve Benford (1997)
(Correct) (4 citations)

graph. This algorithm is based on a physical **simulation** of spring forces such that the spheres are

the sphere. Textual information is represented by **icons** that can be unfolded to reveal an entire text.

(CVE) technology which is used to create navigable **3-D** graphical, textual, audio and video
www.terena.nl/conf/jenc8/papers/123.ps

HyperSlice - Visualization of scalar functions of many.. - van Wijk, van Liere (1993)
(Correct) (4 citations)

analytically defined, or can be the result of a **simulation** or measurements. Visualization is

an important

technique [3, 4] In the Exvis project [5] **icons** with settable attributes are used to represent .As an example, figure 1 shows the concept for $N = 3$. Displayed on the left is the current point as a

www.cwi.nl/~robertl/papers/1993/viz93/paper.ps.Z

Real-Time Techniques for 3D Flow Visualization - Fuhrmann, Gröller (1998) (Correct)
(2 citations)

- to do the animation, leaving the CPU time for **simulation** and interaction. Dashtubes meet the mentioned

opacity-mapped streamlines as visualization **icon** for **3D** flow visualization. We present a texture

Real-Time Techniques for **3D** Flow Visualization Anton Fuhrmann and Eduard
<ftp.cg.tuwien.ac.at/pub/TR/98/TR-186-2-98-16Paper.pdf>

Visualization of Global Flow Structures Using Multiple.. - de Leeuw, van Liere (1999)
(Correct) (2 citations)

techniques, flow visualization, direct numerical **simulation**. 1 Introduction The importance of data

has been computed from the data. Small colored **icons** are used to display the set of critical points: a

consider figure 1. The data is a 2D slice of a **3D** data set turbulent flow around a square cylinder. A

www.cwi.nl/~wimc/psgz/vissym99.ps.gz

New Techniques for the Scientific Visualization of.. - Crawfis (1995) (Correct) (2 citations)
an abstract variable or property in a computer **simulation** to a synthetic density cloud. This thesis

59 6.4 Foreshortening of the Vector **Icons** .60

need to be developed. Research into visualizing **3D** scalar fields has progressed over the past few

www.llnl.gov/graphics/docs/CrawfisThesis.pdf

An Informed Environment dedicated to the simulation of.. - Farenc, Boulic, Thalmann (1999)
(Correct) (2 citations)

3 An Informed Environment dedicated to the **simulation** of virtual humans in urban context Nathalie

humans. By comparison with **simulations** using **icons** that represent humans, **simulations** with realistic

properties usable during **simulation** of urban life .**3D** scene Semantic Layer Figure 1: Modelling scheme

ligwww.epfl.ch/~thalmann/papers.dir/233P-Farenc.pdf

Extracting and Visualizing Ocean Eddies in Time-Varying Flow.. - Zhu, Moorhead (1995)
(Correct) (2 citations)

Research Center for Computational Field **Simulation** P.O. Box 6176 Mississippi State, MS 39762

flow structure is first identified in a region and **icons** are used to depict the fluid dynamics in

that

the detailed flow mechanism in a small region of **3D** space. The structure of the **icons** is important in

www.erc.msstate.edu/thrusts/scivi/publications/flow_viz95.ps

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Differential Volume Rendering: A Fast Volume Visualization.. - Shen, Johnson (1994)

(Correct) (2 citations)

Data coherency between consecutive **simulation** time steps is used to avoid casting rays from

can also be superimposed upon surface-oriented **icons** or textures, thus allowing for simultaneous

the differential information among a sequence of **3D** volumetric **simulation** data. At each time step the

www.cs.utah.edu/~sci/publications/vis94_7.ps.Z

Use of a Haptic Device By Blind and Sighted People.. - Colwell, Petrie.. (1998) (Correct)

(1 citation)

virtually environment to navigate through with **simulation** of real information at the end of certain

used to point and click in order to interact with **icons**, windows and menus. It can also be used to feel

haptic device which can display virtual textures and **3D** objects. The device has potential for simulating

www.bt.com/innovation/exhibition/haptic/preprints/device.pdf

Experiments on the Accuracy of Feature Extraction - Reinders, Spoelder, Post (1998)

(Correct) (1 citation)

the calculated attributes. This is achieved by a **simulation** study: synthetic data is generated with

selection, clustering, attribute calculation, and **iconic** mapping. Selection identifies all grid nodes

geometry, we use ellipsoid-ting because amorphous **3D** objects can be approximated by ellipsoids #7#The

wwwwcg.twi.tudelft.nl/~freek/PDF/EG98.pdf

Seeing and Hearing Dynamic Loess Surfaces - Coughran, Jr., Grosse (1991) (Correct)

(1 citation)

Our long-term research interests have been in **simulation** techniques and data fitting.

Measured or

tendency to add distracting dials and other dynamic **icons** to already complicated images.

Loess is a

transient twodimensional or static **three-dimensional** data. Animation of colored

perspective

cm.bell-labs.com/cm/cs/doc/91/4-07.ps.gz

Evaluation of Marine Data by Visual Means - Schumann, Urban (1997) (Correct)
(1 citation)

e.g. the temperature of the water surface. **Simulation** data These data originate from model (see [1]8]11] and others) On the other hand, **icon** based techniques are well suited for presenting

whisker, arrows, **icons**, isolines, cross sections, **3D** wire frames, and **3D** surfaces. The figures 6 -9

www.icg.informatik.uni-rostock.de/~schumann/papers/egvisc97.ps.gz

Visualization of Multi-Dimensional Scalar Functions Using.. - van Liere, van Wijk (1994)
(Correct) (1 citation)

analytically defined, or can be the result of a **simulation** or measurements. Visualization is an

between techniques using hierarchy, using **iconic** representations, and using scatterplot consider Figure 1, which shows the concept for N =3. Displayed on the left is the current point as a

ftp.cwi.nl/pub/CWIQuarterly/1994/7.2/Liere.ps.gz

Visualizing Association Rules for Text Mining - Wong, Whitney, Thomas (1999) (Correct)

the mining of quantitative rules in scientific **simulation** and modeling. Because our application (text

on separate axes of a square matrix. Customized **icons** are drawn on certain matrix tiles that connect

rules and their metadata in a **three-dimensional (3D)** display with minimum human interaction, minimum

multimedia.pnl.gov:2080/infoviz/InfoVis1999Association.pdf

An Application Framework And Intelligent Graphic User .. - Hill, Martono.. (1998) (Correct)

implementation of a variety of particle physics **simulation** and analysis codes under a single graphic user

interface by selecting and dragging beamline Piece **icons** from the Palette Bar and dropping them onto the

Source Code Transport Turtle Marylie Trace **3D** Application-Independent Shell Code Transport

www.slac.stanford.edu/xorg/icap98/papers/C-We21.pdf

Hierarchical Architecture Simulation Environment - Howell, Ibbett (Correct)

Chapter 1 Hierarchical Architecture **Simulation** Environment F.w. Howell And R.n. Ibbett 1.1.

simulation tools (e.g. SES/Workbench) where **icons** represent `queues'servers' etc. and the link

a linear array, a 2D mesh, an omega network and a **3D** torus. 1.2.6. Output Approaches

Simulations are

www.dcs.ed.ac.uk/home/hase/Papers/book/book.ps

Probabilistic Dynamic Maps to Visualize the.. - Cohen, Warwick.. (2000) (Correct)

Maps to Visualize the Dynamics of Monte Carlo **Simulations** Paul R. Cohen 1 John Warwick 1 Gary W.

by military tacticians, as shown in Figure 1. The **icons** represent units and the tactical engagements

Media Institute Open University, Milton Keynes, UK 3. Department of Statistics Imperial College, London,
www-eksl.cs.umass.edu/papers/JEI2000.pdf

Dynamic Visualization of Battle Simulations - Cohen, Davis, Warwick (Correct)

for SPIE use Dynamic Visualization of Battle **Simulations** Paul R. Cohen, James A. Davis, and John L.

73 time steps into a simulated course of action. **Icons** represent mechanized, infantry, artillery, and

based on their outcomes, and generate two and **three-dimensional** maps that can be used to determine good

eksl-www.cs.umass.edu/papers/cohen-spie.pdf

Procedural Shape Generation for Multi-dimensional.. - Ebert, Rohrer.. (2000) (Correct)

of this technique applied to a solar wind **simulation** where X, Y and Z flow values are mapped to

display of multi-dimensional data. Glyph, or **iconic**, visualization is an attempt to encode more

grids of volumetric data. A glyph's location, **3D** size, color, and opacity encode up to 8 attributes

www.cs.uregina.ca/~cdshaw/papers/grabpapers.cgi?CG2000.ps.gz

Visualizing Data from Time-Dependent Adaptive Simulations - Happe, Rumpf, Wierse.. (Correct)

Visualizing Data from Time-Dependent Adaptive **Simulations** R.T. Happe, M. Rumpf, M. Wierse Universitat

field integration and structures for sceneries of **icons** representing tensor information at moving points

J. P. M: Constructing Stream Surfaces in Steady **3D** Vector Fields, IEEE Visualization '92, 171-178,

www-sfb288.math.tu-berlin.de/~konrad/articles/dysim/dysimArticle.ps.gz

Visualizing 3D Velocity Fields Near Contour Surfaces - Max, Crawfis, Grant (Correct)

the same volume, for example, porosity in a flow **simulation**, or a linear or quadratic function for

rendering is difficult in **3D** because the vector **icons** overlap and hide each other. We propose four

Visualizing **3D** Velocity Fields Near Contour Surfaces Nelson Max

www.llnl.gov/graphics/docs/Viz94.pdf

New Graphic User Interface For The Charged Particle Beam.. - George Gillespie And (Correct)

in Ion Linear Accelerators) is a multiparticle **simulation** program that provides a detailed description of

of a PARMILA beamline is defined by selecting **icons** representing transport elements from a palette

to that adopted for the integration of the TRACE **3-D** program into S.P.A.R.C. 5]The emphasis is

www.aps.anl.gov/conferences/mirrored/www.cern.ch/accelconf/p95/ARTICLES/MPB/MPB14.

A 3D Sound Hypermedial System for the Blind - Lumbreras, Barcia, Sanchez (Correct)

different people. When desired, the space aural **simulation** of the environment is reinforced by means of

manipulating a special version of **3D** auditory **icons**, called audicons. Moreover, we introduce a

A **3D** Sound Hypermedial System for the Blind Mauricio

www.dcc.uchile.cl/~mlumbrer/papers/ecd.ps.Z

Exploring Handheld, Agent-based, Multimodal Collaboration - David Mcgee And (Correct)

but are not limited to, distributed interactive **simulation** and military exercise initialization [6]

map provides pan and zoom capabilities, overlays, **icons**, etc. Using pen and voice together, the user can

maps, 2 interacting with and controlling the maps, **3D** virtual reality visualizations, simulation

www.cse.ogi.edu/CHCC/Personnel/workshop.pdf

Output visualization modes in a Java generating Continuous .. - Manuel Alfonseca Juan (Correct)

modes in a Java generating Continuous **Simulation** Compiler Manuel Alfonseca, Juan de Lara Dept.

functions. This graphic may be animated. If so, an **icon** may be assigned to each dependent variable. The

plots for vectors (PLOT2D)**Three-dimensional** plots for matrices (PLOT3D)This output www.ii.uam.es/~alfonsec/docs/ess99.ps

Visual Scripting for Virtual Behaviors - Kim, Lee (Correct)

and feedback, probabilistic input and multiple **simulation** input and output streams from multiple users

While systems employing WIMP-style (Windows, **Icons**, Menus and Pointers) interaction models generally

and the existence of a number of successful **3D** graphics applications, learning how to implement or

human.etri.re.kr/~mansoo/public/ercim.ps

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On Next Generation User Interfaces for Computer-Aided Design (CAD).. - Kim (Correct)
software design, Internet homepage design, **simulation** design, circuit design, business process

systems employ the so called, WIMP" i.e. Windows, **icons**, Menus, and Pointers) based interfaces, a rather

is easier with 2D based interfaces than through **3D** interactions. Also task selection and parameter

www.postech.ac.kr/~gkim/pub/cadcam.ps.Z

Towards an Integration of Computer Simulation with Computer.. - Gene S. Lee (1999) (Correct)

Towards an Integration of Computer **Simulation** with Computer Graphics Gene S. Lee
Department

www.cs.ubc.ca/labs/imager/tr/ps/lee.1999a.ps.gz

Advanced Flux Visualization and Virtual Reality.. - Austin, Lederer.. (1994) (Correct)

of tools to assist in the interpretation of **simulation** data. Of particular relevance to this proposal

techniques for flux, including alternate geometric **icons**, combining an **iconic** representation of flux flow

parameters, which includes two user licenses for **3DVIEW** for use solely at LBL,

co-development of scalar

www-vis.lbl.gov/acti/acti.ps

Chemical Flooding in a Virtual Environment - A Survivor's Guide .. - Wes Bethel (Correct)

to support VR input devices and a numerical **simulation** ported into the dataflow environment. Our VR

we use the device to set the position of objects (**icons** representing **simulation** parameters) in three

which includes full "immersion" support for full **3D** auditory cues and haptic feedback, even assuming

vis.lbl.gov/projects/utchem/avs94paper.ps

On Representing Salience and Reference in Multimodal.. - Andrew Kehler (1998)

(Correct)

that was inspired by a multimodal Wizard of Oz **simulation** (Oviatt 1996) The system provides an

and drawing region] Show me all hotels near here. **Icons** representing hotels appear. M: Writes on a

containing highly complex, dynamic, **three-dimensional** models (e.g. a forest fire fighting

www.ai.sri.com/~kehler/Papers/multimodal-aaai.ps.gz

Design and Implementation of a Hyperthermia Treatment Planning .. - Stalling, Hege (1995) (Correct)

temperature distribution extensive numerical **simulations** have to be performed in preparation of an generated grid. Data objects are represented by **icons** in a work area. Each type of data object may be hyperthermia treatment planning. visualization and **3D**-interaction techniques to assist all steps leading
<ftp.zib.de/pub/vispar/papers/hyper/freiburg95.ps.gz>

Utilization Of A Virtual Environment For Combat Information.. - Kapp, Akyuz (1997) (Correct)

control. NPSNET, DIS, real-time, **3D**, visual **simulation**, network, distributed, Performer, interactive,
33 3. **Icons**
and weapons control. NPSNET, DIS, real-time, **3D**, visual **simulation**, network, distributed,
www.npsnet.nps.navy.mil/publications/john.kapp.and.erkan.akyuz.thesis.ps.Z

Visual Register-Transfer Description of VLSI Microarchitectures - Nestor (Correct)

and explore their effects. While many visual **simulation** tools have been developed [7,8,9] most are user interface objects: buttons that display an **icon** and respond to mouse clicks, fields that display a button that represents several related tasks (Fig. 3(d)) such as the various operations performed by an
www.ece.iit.edu/~jnestor/reports/tvlsi.ps.Z

Visualization of Multivariate Data Using Preattentive Processing - Healey (1992) (Correct)

: 15 Visual Interactive **Simulation** :
: 28 **Three-Dimensional Icons** :
www.cs.berkeley.edu/~healey/download/masters.ps.gz

On Representing Salience and Reference in Multimodal.. - Andrew Kehler (1998) (Correct)

1995) that was inspired by a multimodal WOZ **simulation** (Oviatt 1996) The system provides an and drawing region] Show me all hotels near here. **Icons** representing hotels appear. M: Writes on a containing highly complex, dynamic, **three-dimensional** models (e.g. a forest fire fighting
<ftp.speech.sri.com/pub/people/julia/papers/aaai98.ps.gz>

Visualization and 3D-Interaction for Hyperthermia.. - Stalling, Hege, Höllerer (Correct)

In regional hyperthermia extensive numerical **simulations** are required for optimizing individual cancer generated grid. Data objects are represented as **icons** in a work area. Each type of data object may be

Visualization and **3D**-Interaction for Hyperthermia Treatment Planning D.
<ftp.zib.de/pub/vispar/papers/hyper/car95.ps.gz>

VPEcons: A Visual Constructor for Parallel Programming - Hung-Khoon Tan (Correct)
 is demonstrated with a parallel discrete-event **simulation** example and by comparing it with other visual
 four main categories: visual programming languages **iconic** visual information processing languages
 possibility of extending the BLOX methodology into a **3-dimensional** representation. The capability of this
sentosa.sas.ntu.ac.sg:8000/~zhum/ps_files/vpecons.ps.Z

Computational Steering in the CAVE - Mulder, van Liere, van Wijk (1997) (Correct)
 Scientists can gain much more insight from their **simulations** if they are enabled to change **simulation**
 mappings through an interface based on menus and **icons**. Roy et al. 17] have presented a computational
 system, the methods we have developed for improved **3D** interaction, and describe three applications.
<www.cwi.nl/~robertl/papers/1998/fgcs2/paper.ps.Z>

Multimodal Interaction with a Map-Based Simulation System - Kenneth Wauchope (1996) (Correct)
 Multimodal Interaction with a Map-Based **Simulation** System Kenneth Wauchope Navy Center for
 into the graphical display, providing animated **icons** for viewing simulated air strike missions and
 and InterVR [Everett 94] a speech controller for a **3D** immersive battle **simulation** playback system.
<ftp.cs.buffalo.edu/pub/WWW/cogsci/EUCALYPTUS/Lace.ps>

An Experiment with Electronic Logs - Waller (Correct)
 open or close can also elicit an action. Event **simulation** can be accomplished by sending an event to an
 a window. A "home stack" application) contains the **icons** of applications within a window. When MetaCard is
 importing snapshots from other displays. Figure 3 Double-clicking on a log entry in the table of
<adwww.fnal.gov/www/icalepcs/abstracts/Postscript/wpo62.ps>

Realistic Interface And Control Of A Virtual Submarine Model In.. - Halvorson (1997) (Correct)
 human entity. NPSNET, DIS, real-time, **3D**, visual **simulation**, network, distributed, interactive, virtual
 lacking immersion qualities, most of the control **icons** and prototypes are not functional. Our approach
 The submarine model was improved by building a **3D** Control Room and adding manipulable visual cues to

www.npsnet.nps.navy.mil/npsnet/publications/jeffery.halvorson.thesis.ps.Z

The NPS Platform Foundation - Bailey, Brutzman (1995) (Correct)

ABSTRACT There are many well-adapted commercial **simulation** tools for specific problem domains. Many added effort, platforms are represented as animated **icons**, with an animated range ring associated with each and whose position estimate possessed by the P-3 deteriorates in accuracy over time. Inaccuracy in
www.stl.nps.navy.mil/~brutzman/eurofnd.ps

A Component-Based Dataflow Framework for Simulation and.. - Telea, Sminchisescu (Correct)

A Component-Based Dataflow Framework for **Simulation** and Visualization Alexandru Telea 1
and disconnections (Fig. 3) performed on **iconic** representations of metaclass instances. The
is no support for editing user-defined types (e.g. a **3D** vector) or user defined GUI widgets (e.g. a
bigbio.rutgers.edu/~crismin/simvis.ps

vision: An Object Oriented Dataflow System for Simulation.. - Alexandru Telea (1999) (Correct)

vision: An Object Oriented Dataflow System for **Simulation** and Visualization Alexandru Telea, Jarke J. van
the desired task are created by connecting module **icons** in a visual programming tool. Object-oriented
with the light's direction, of type IVSbVec3f (a **3D** vector)The user can easily specify other
www.win.tue.nl:8080/math/an/alex/ALEX/PAPERS/VisSym99/Telea.VanWijk.Vission.2.ps.gz

Designing Audio Environments - Not Audio Interfaces - Sawhney, Murphy (Correct)

in virtual environments, to augment existing **3D simulations**. When a visual marker in the VR environment
cannot see. A user with no concept of windows or **icons** cannot productively use such a system. Graphical
in virtual environments, to augment existing **3D simulations**. When a visual marker in the VR
nitin.www.media.mit.edu/people/nitin/papers/Espace2_Assets96.ps.gz

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Enrichment and Reuse of Geometric Models - Axel Hoppe (Correct)

University of Magdeburg Department for **Simulation** and Graphics Universitätsplatz 2,
39106

visualized as tree, the objects are represented by **icons**. GView realizes only a tight coupling when the view (2D Fisheye zoom) and in the geometryview (**3D** Fisheye zoom) unifies the navigation. Key words:

isgwww.cs.uni-magdeburg.de/~axhoppe/ps/maerz97.ps.gz

Virtual Reality: A New User Interface Paradigm for Industrial.. - Böhm, Hübner (Correct)

Scientific modelling Direct Manipulation Move **Simulation** Applications UI-Toolkits Metaphors

Metaphor Button up/down Open LOOK Office Windows **Icon** Menus Buttons x/y-Pos Keyboard Track-Ball

classification for levels of interaction for 2D and **3D** graphics in order to show how far the development

www.igd.fhg.de/www/zgdv-vc/publications/docs/online/imagina.ps.gz

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